FIG.1
(PRIOR ART)

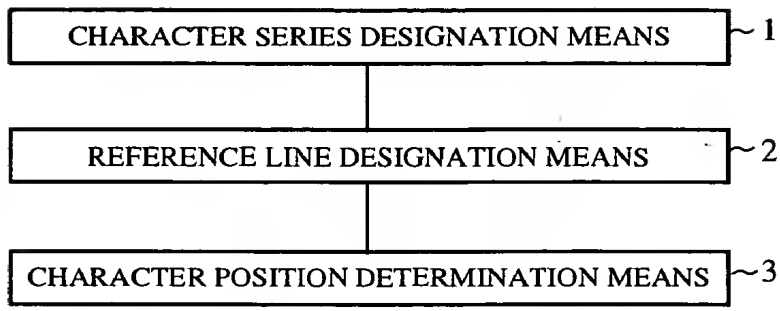

FIG.2
(PRIOR ART)

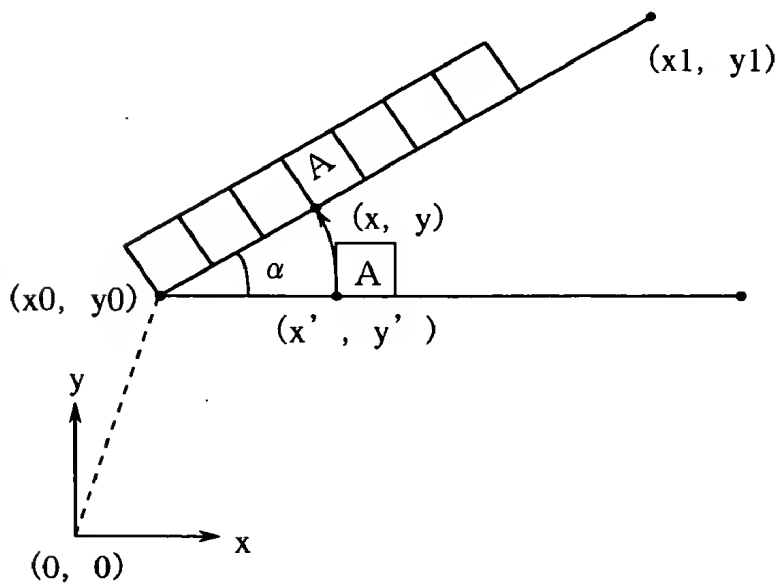

FIG.3

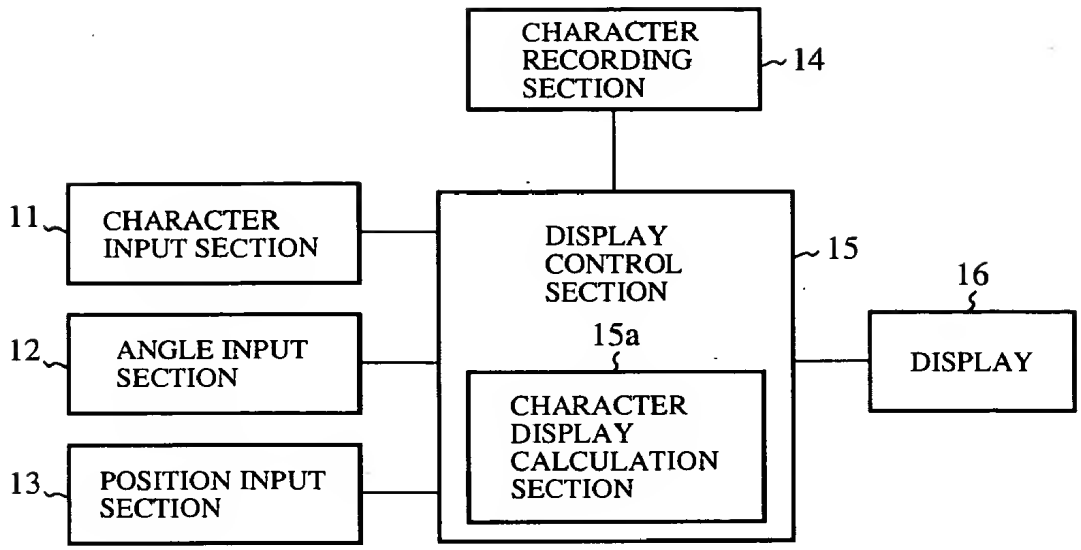
CHARACTER RECORDING SECTION
14
11
CHARACTER INPUT SECTION
12
ANGLE INPUT SECTION
13
POSITION INPUT SECTION
DISPLAY CONTROL SECTION
15
15a
CHARACTER DISPLAY CALCULATION SECTION
16
DISPLAY

FIG.4

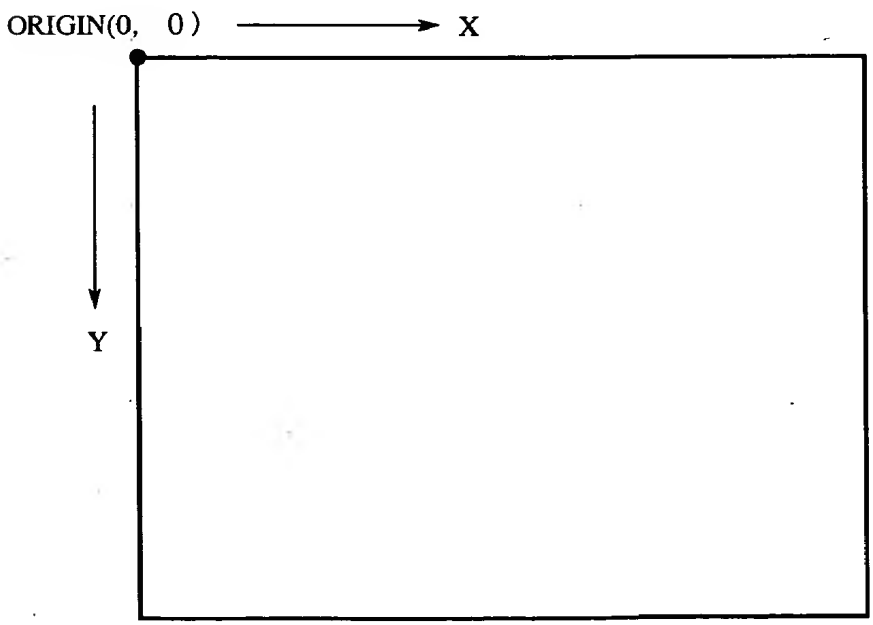
ORIGIN(0, 0)
X
Y

FIG.5

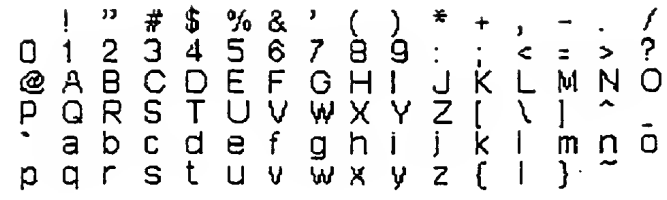

FIG.6

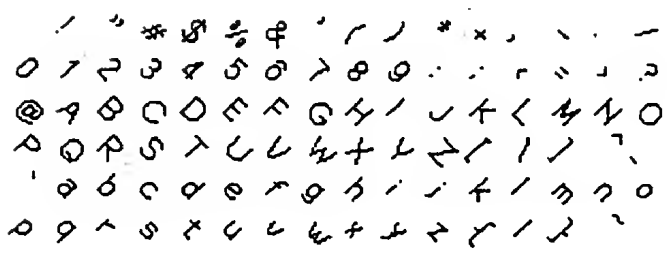

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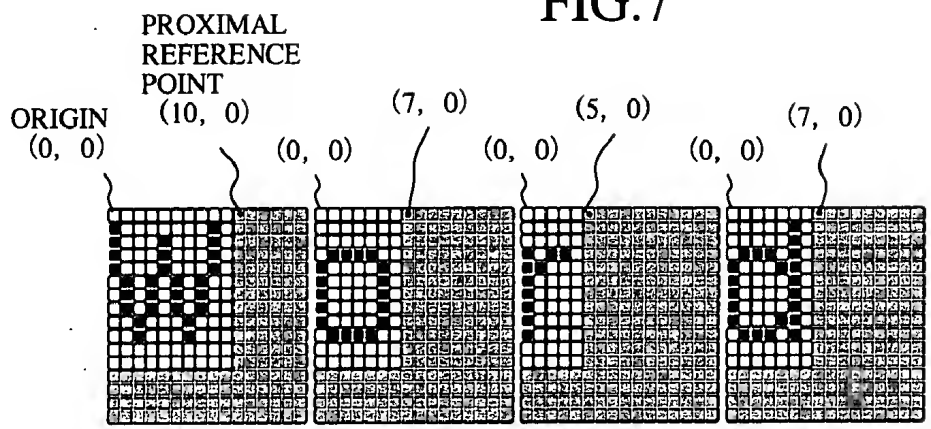
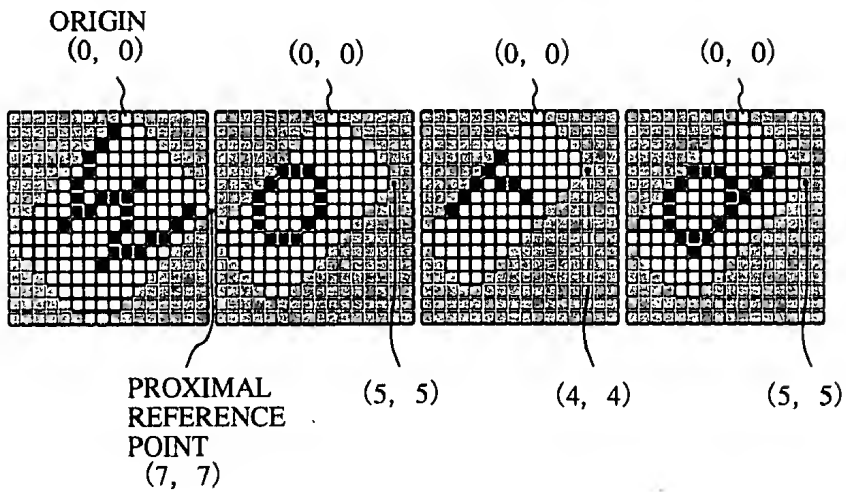
FIG.7



NORMAL CHARACTER

FIG.8



SLOPING CHARACTER

FIG.9

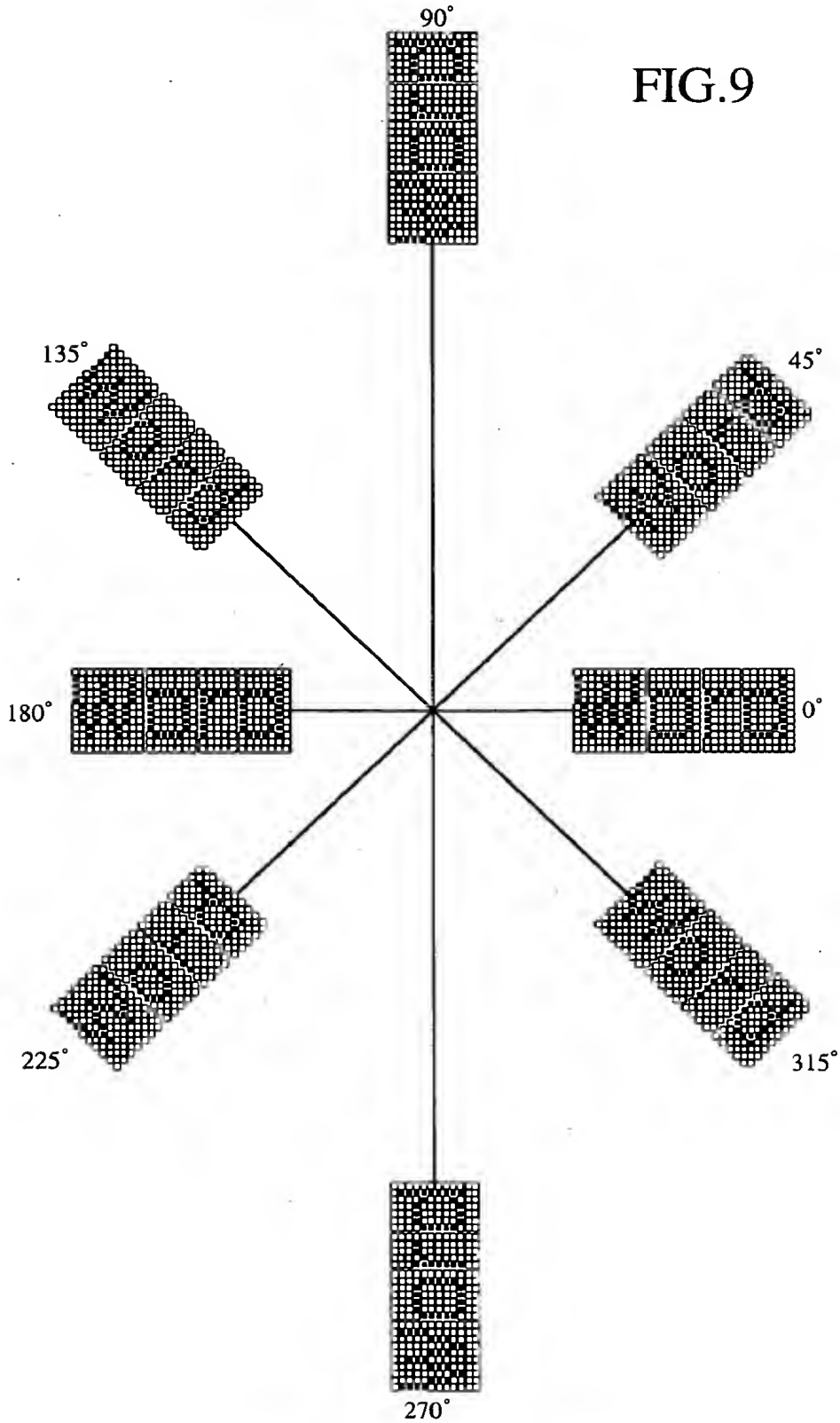


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FIG.10

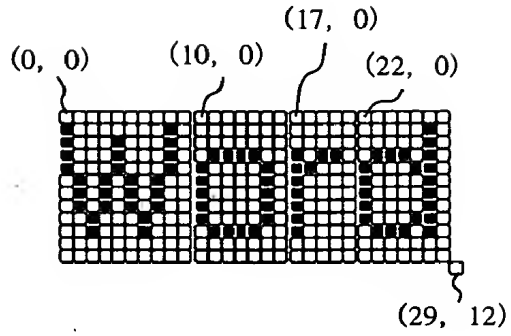


FIG.11

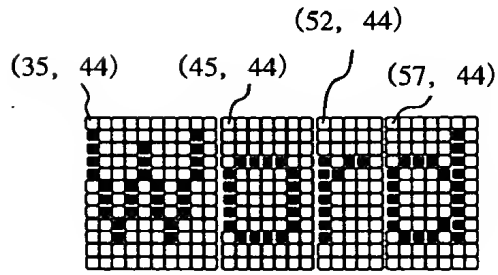


FIG.12

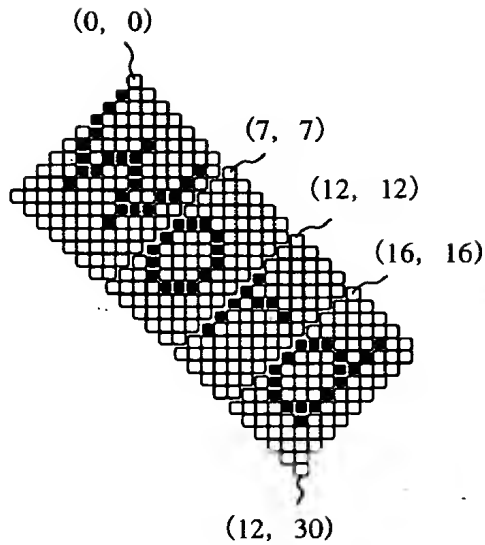


FIG.13

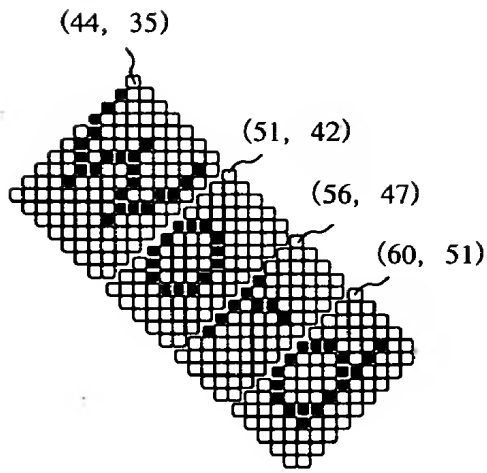
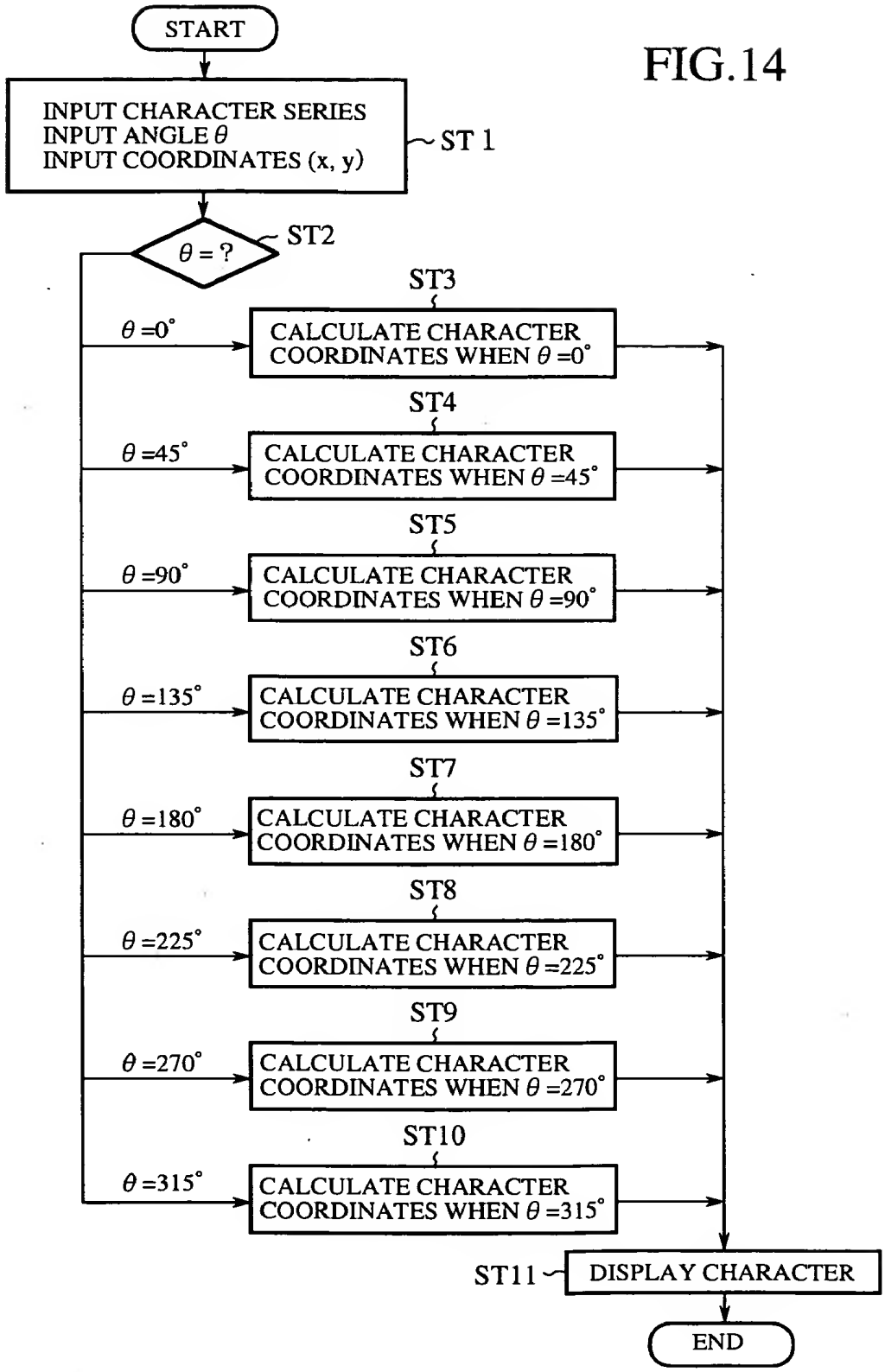


FIG.14



0080027 05S9543 7950

FIG.15

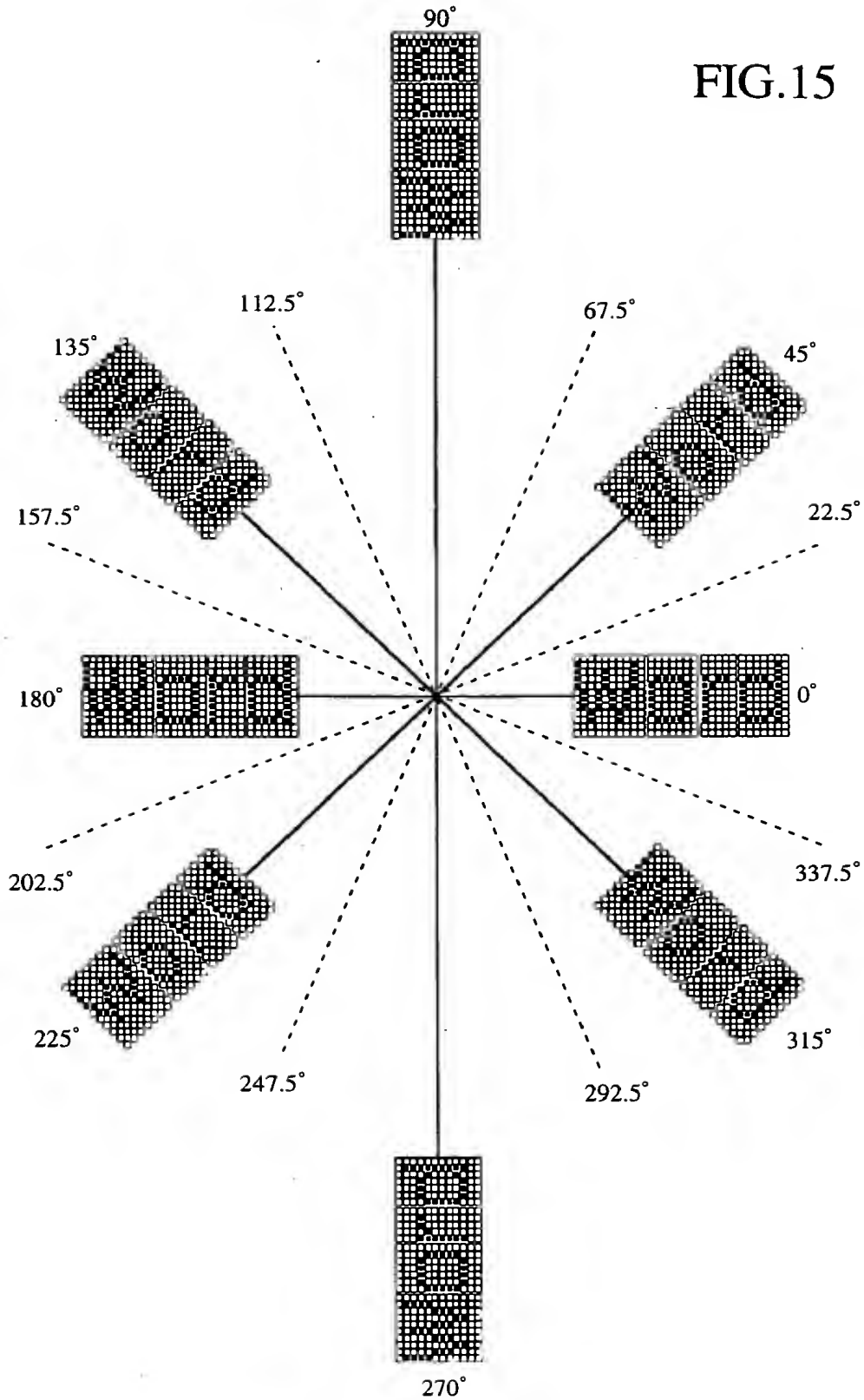

90°
112.5°
67.5°
135°
45°
157.5°
22.5°
180°
0°
202.5°
337.5°
225°
315°
247.5°
292.5°
270°

FIG.16

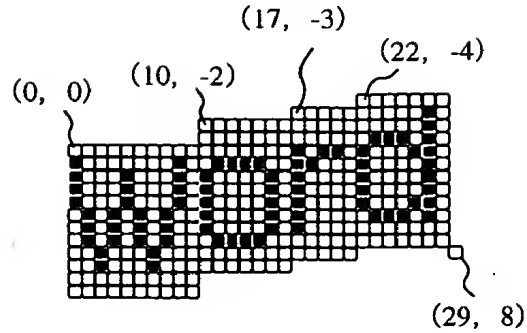


FIG.17

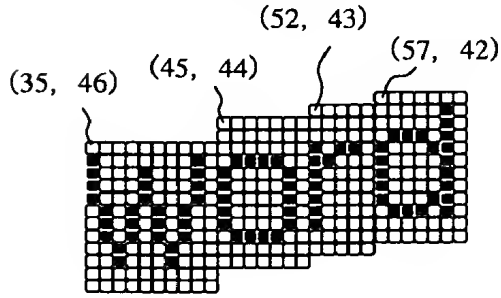


FIG.18

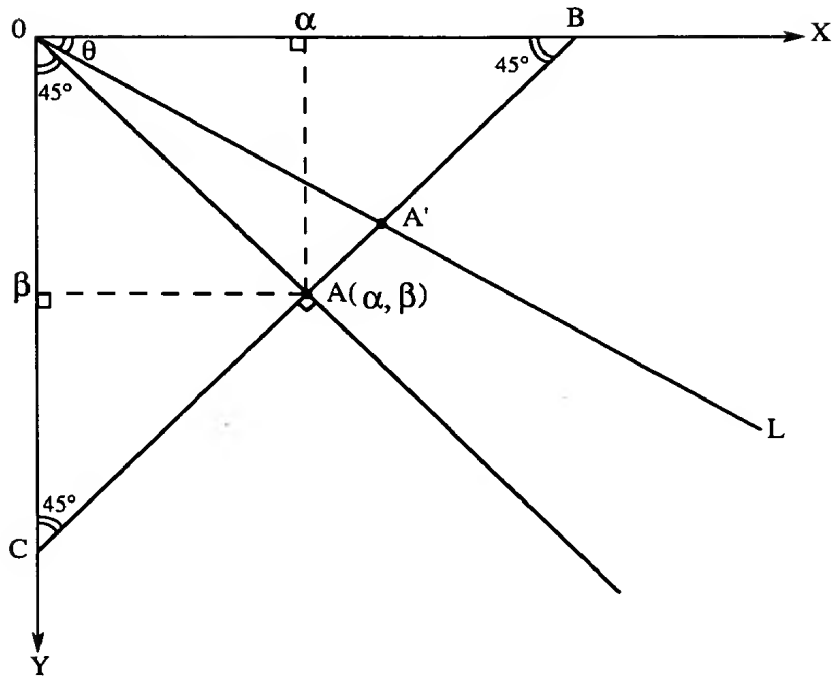


FIG.19

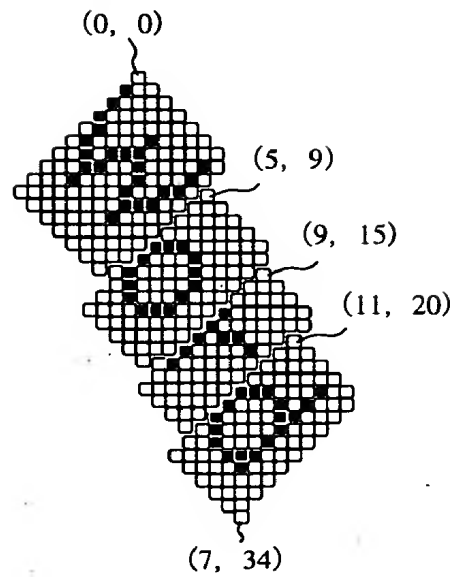
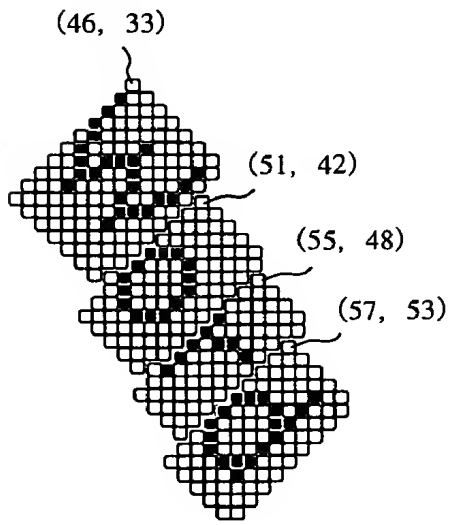


FIG.20



0023459.1200500

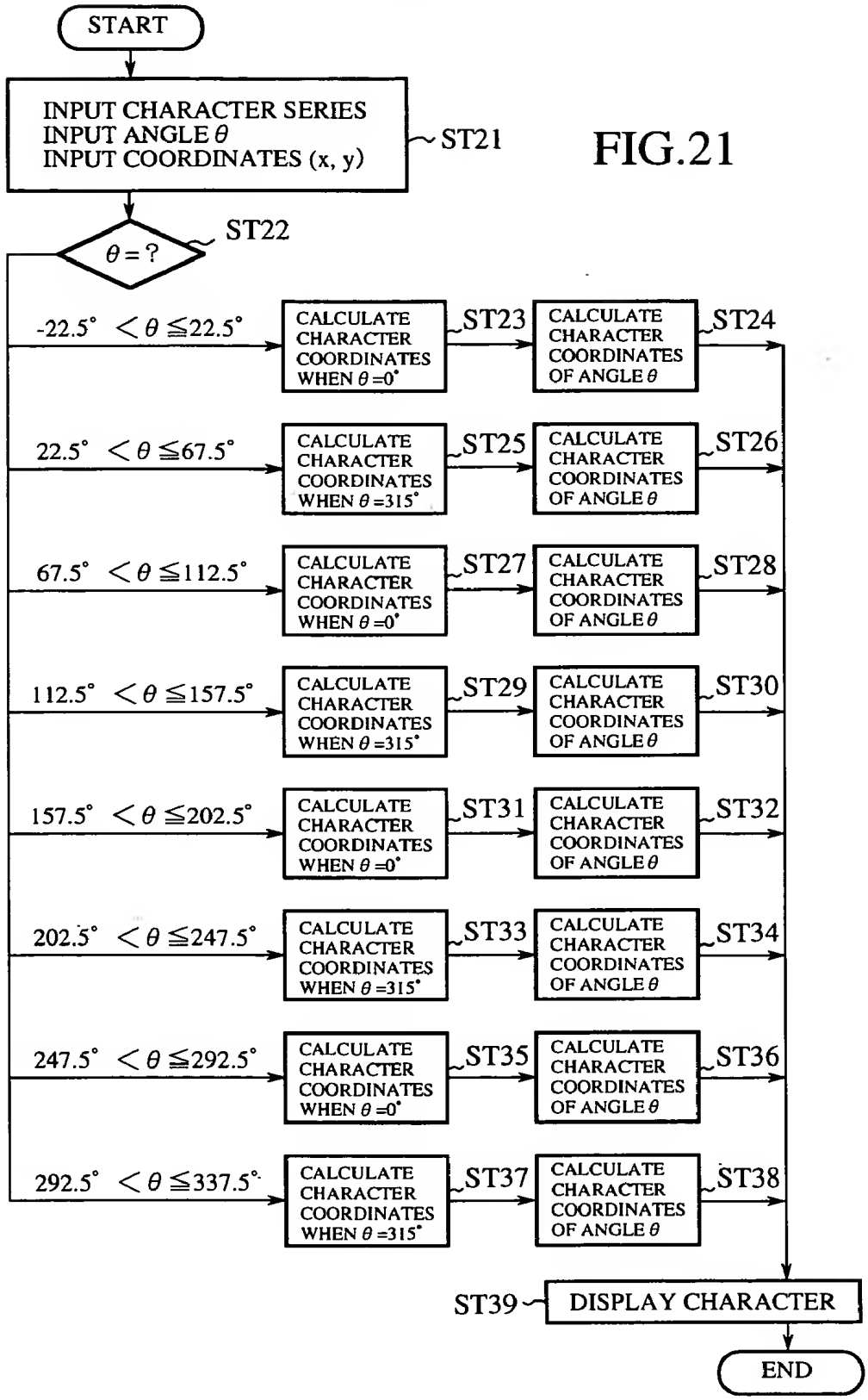


FIG.21

0027305A2

FIG.22

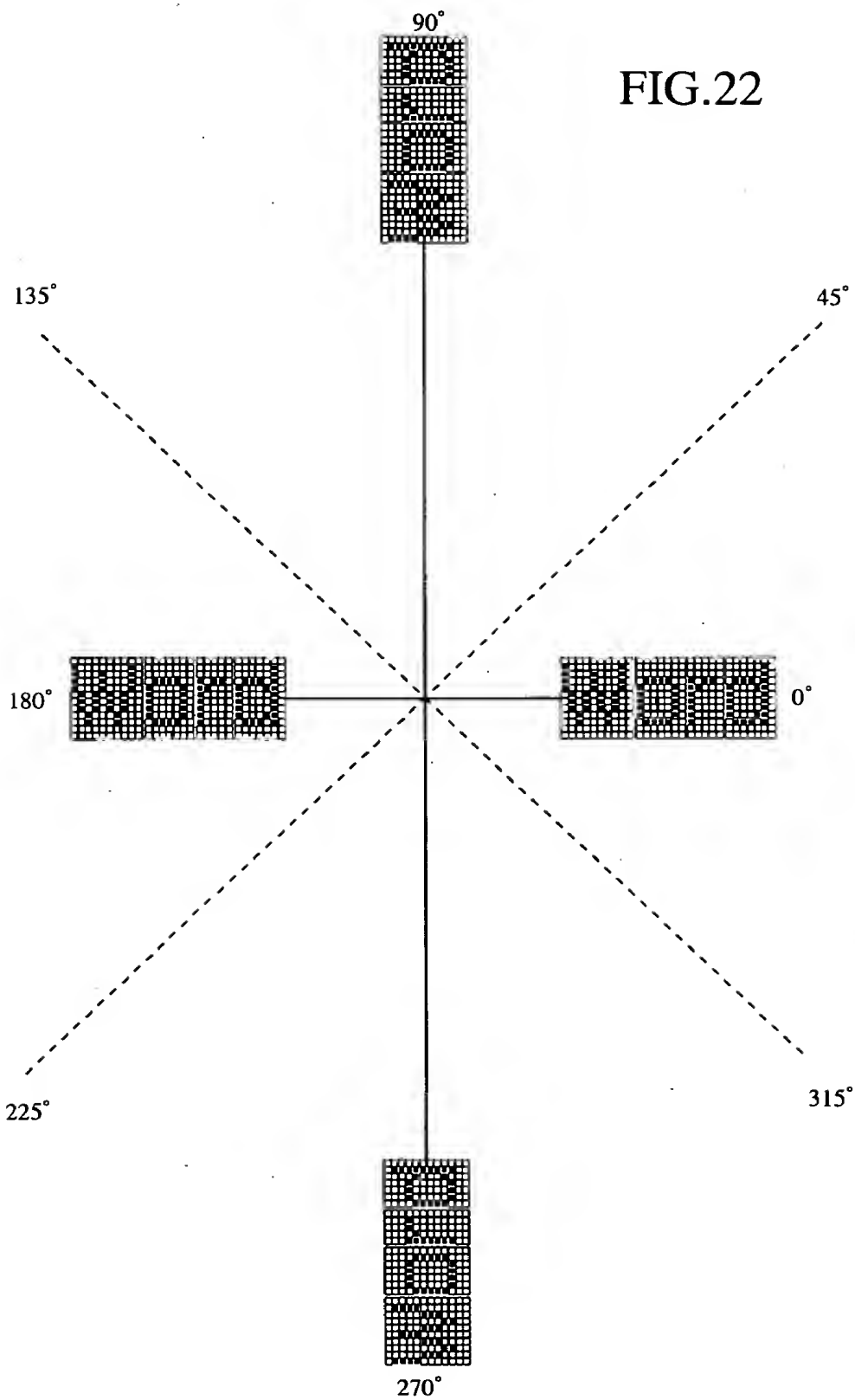


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FIG.23

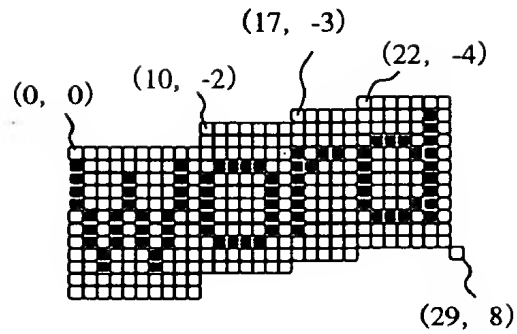

FIG.24

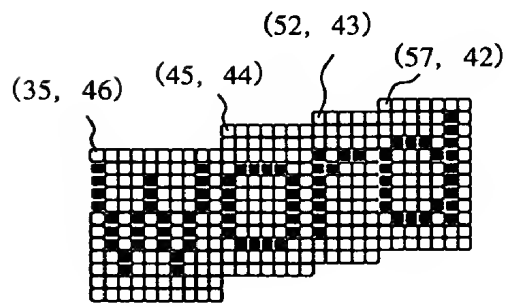

FIG.25

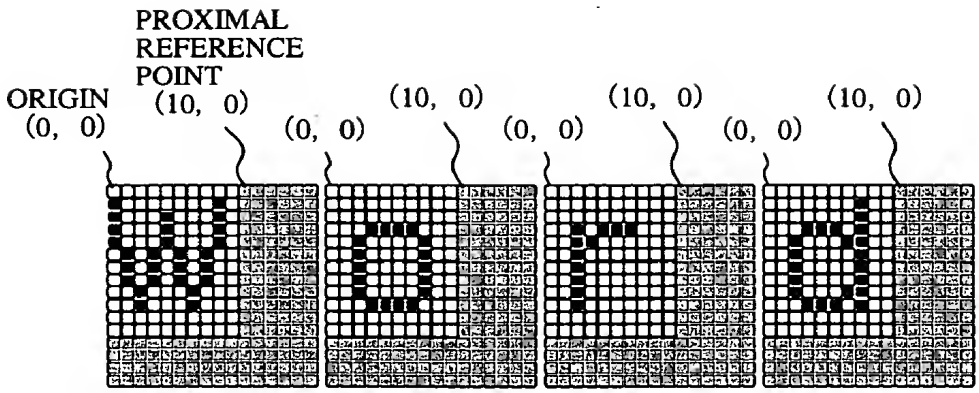
PROXIMAL
REFERENCE
POINT
(10, 0)
ORIGIN
(0, 0)
(0, 0)
(10, 0)
(0, 0)
(10, 0)
(0, 0)
(10, 0)

FIG.26

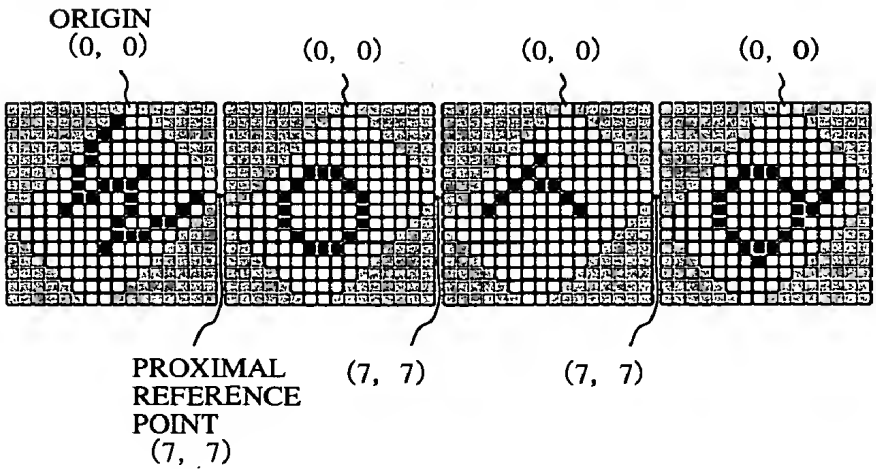
ORIGIN
(0, 0)
(0, 0)
(0, 0)
(0, 0)
PROXIMAL
REFERENCE
POINT
(7, 7)
(7, 7)
(7, 7)

FIG.27

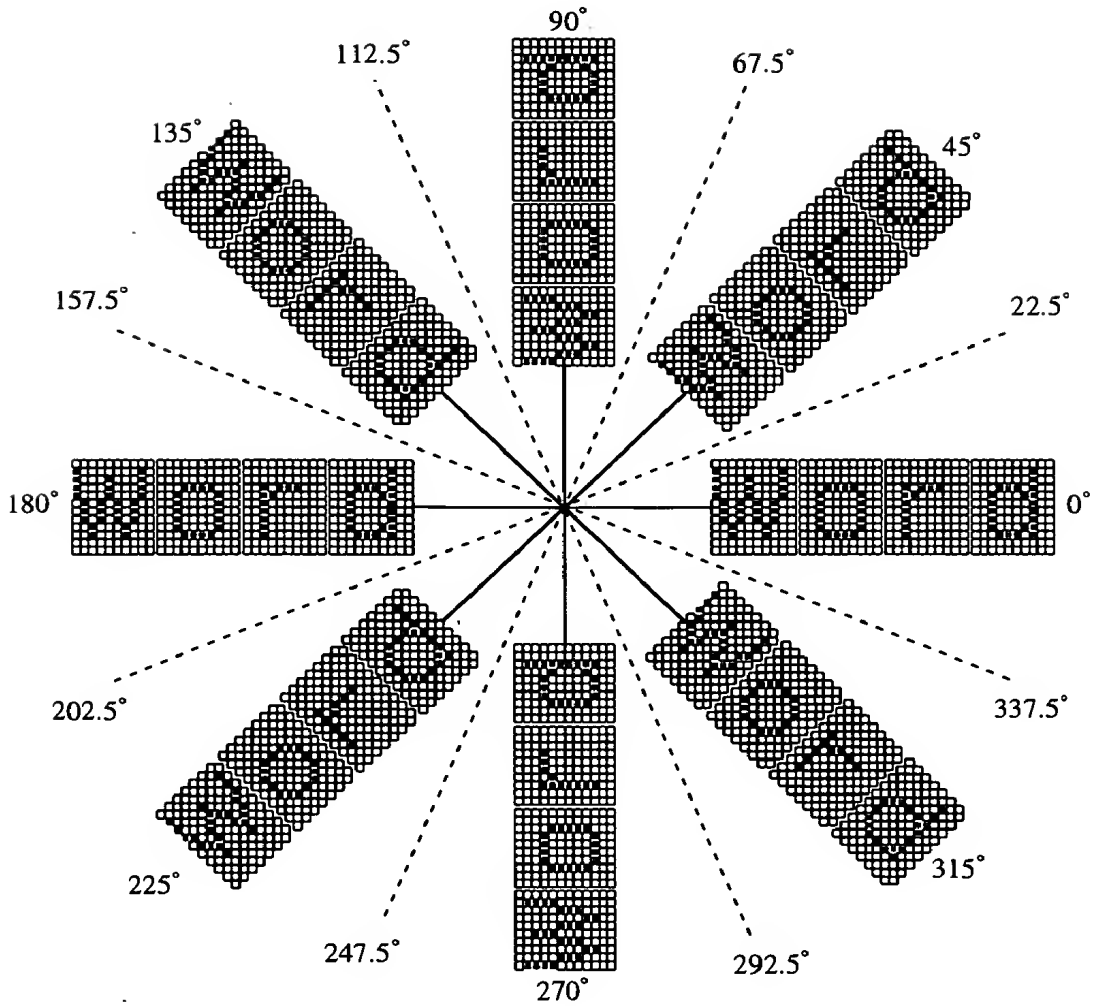
90°
112.5°
67.5°
135°
45°
157.5°
22.5°
180°
0°
202.5°
337.5°
225°
315°
247.5°
292.5°
270°

FIG.28

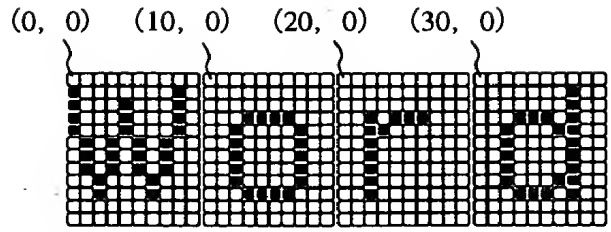

FIG.29

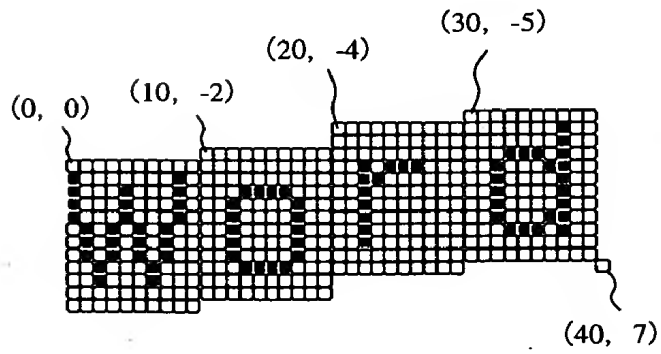

FIG.30

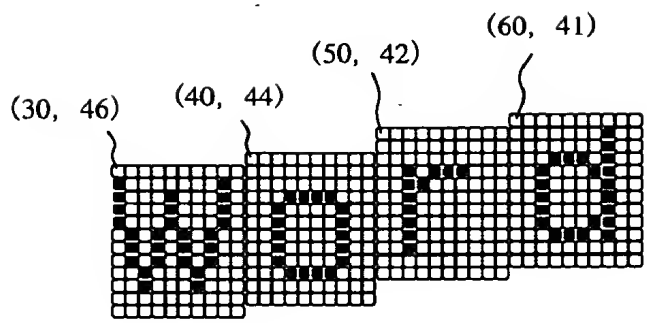

FIG.31

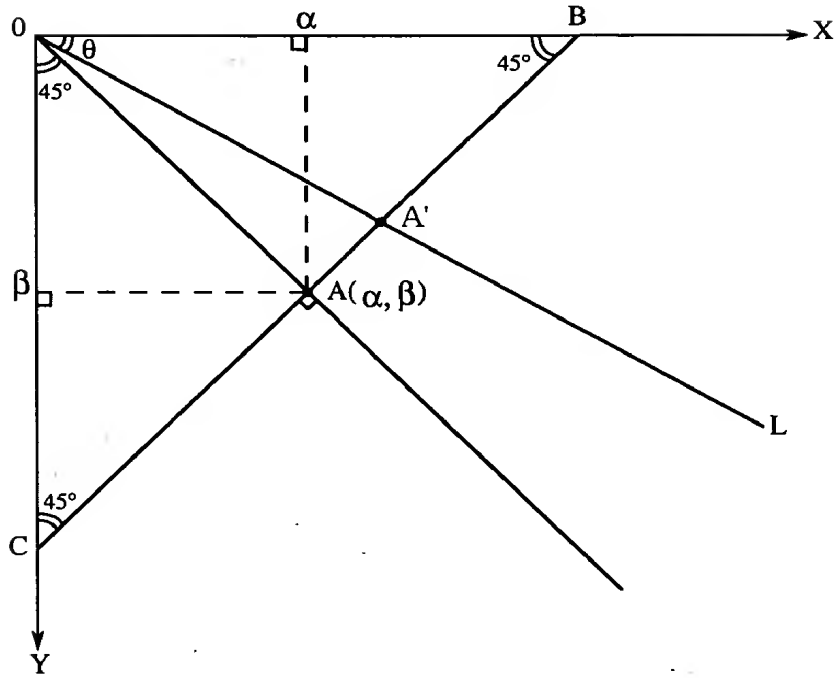

FIG.32

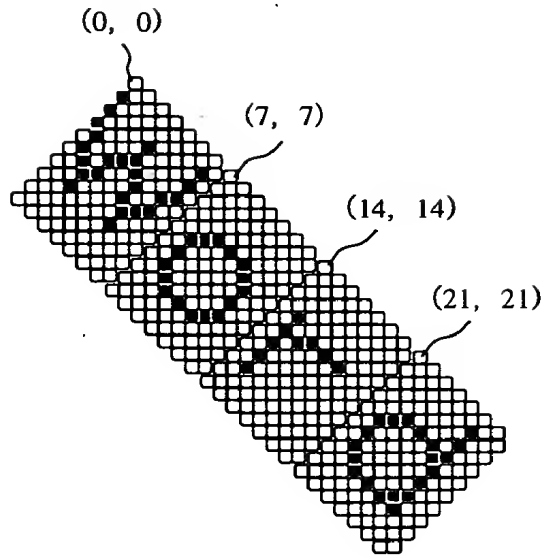

FIG.33

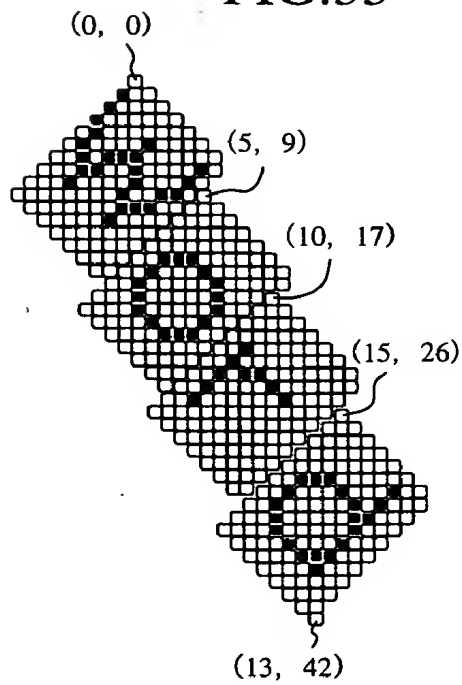

FIG.34

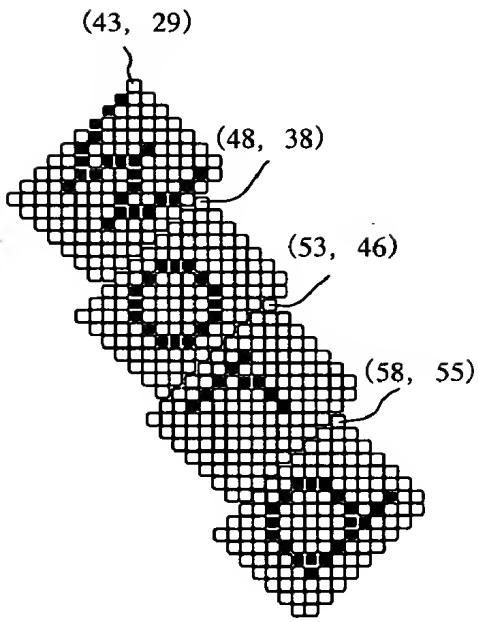
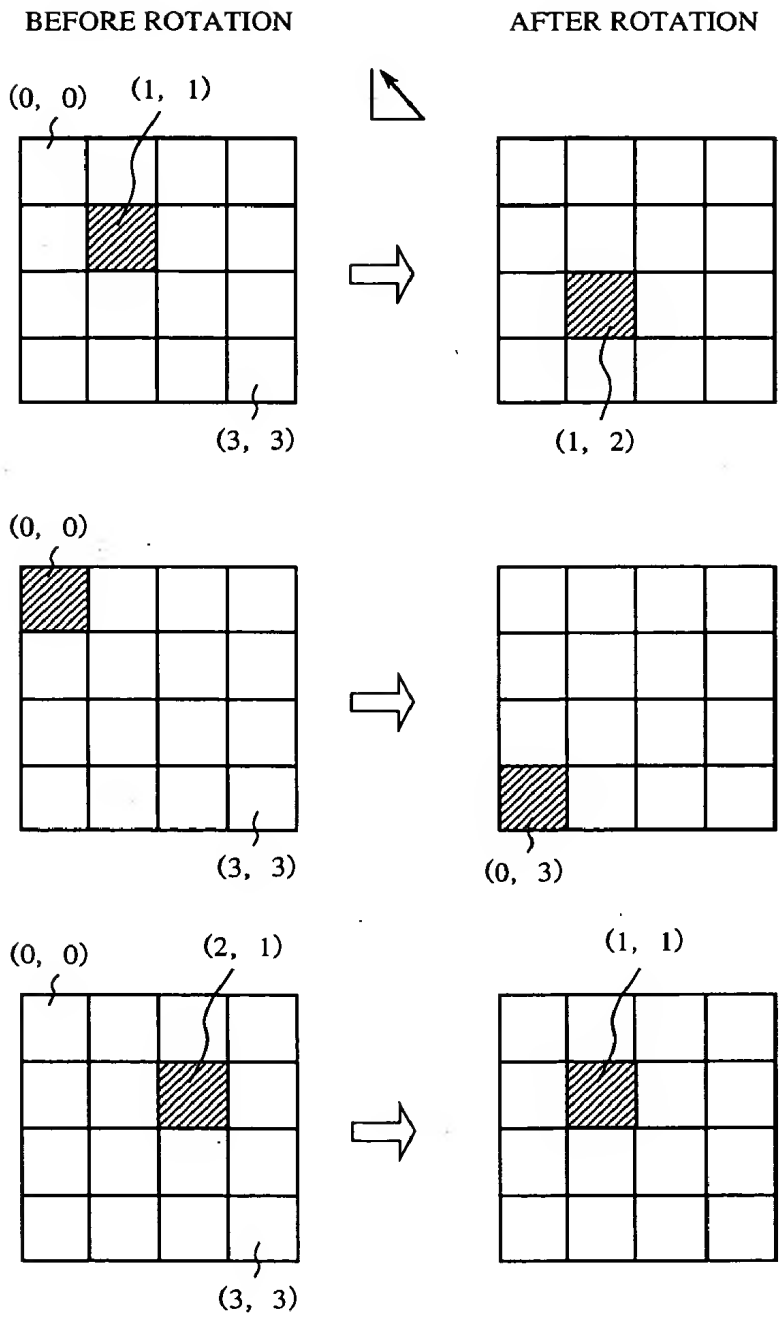
FIG.35